Dogs of War Rules Supplement
(26 March 2021)

This is the official rules supplement for the latest expansion, *Dogs of War.*

Rules updates are scheduled for the first Monday of each month and for the official release day of any new expansion set.

Unless announced by the Rules Manager or Director in an expressly designated Official Ruling, answers given by Continuing Committee representatives are not official until included in an official rules document such as the Glossary. We recommend that Tournament Directors consider unofficial answers, but, until an Official Ruling is made, the Tournament Director reserves final ruling authority.

For additional resources or to find answers to your questions, please visit http://www.trekcc.org.

(NOTE: The regular March Recent Rulings Document, which was posted at the start of the month, is appended at the end of this official rules supplement.)

GLOSSARY UPDATES

battle –

Strike the sentence requiring personnel to be in Ops.

The Ops battle restriction is removed. Aboard a Nor, a leader and/or matching personnel may use WEAPONS from any site, not just Ops. Gul Dukat can now defend Terok Nor from the safety of the Security Office.

facilities: *reporting for duty* –

Revise the third paragraph as follows:

You may report cards to sites only in accordance with the text of the Station and Site cards (matching affiliation, compatible, or "regardless of affiliation"; if not specified, compatibility is not required). Each site lists in its game text what kinds of cards may report to that site (personnel classifications, types of equipment, staffing requirements for ships). Ships report docked at an appropriate docking site. ~~Reporting cards to *any* site is allowed *only* if that Nor has at least one docking site.~~ Stations without sites (such as Colony and Deep Space Station K-7) do not allow cards to report unless the station itself has text explicitly allowing reporting.

Docking sites are no longer required to use site reporting text on a Nor— although their benefits remain considerable!

facilities: *using facilities* –

Revise the first part of the first paragraph as follows:

You may not use your opponent's outposts or stations (or operate their SHIELDS, transporters, holodecks, or other features), unless a card (such as a site) allows it. Both players may use headquarters ~~and stations~~, regardless of ownership, unless otherwise specified.

Revise the fourth paragraph as follows:

All facilities have transporters, unless otherwise specified. ~~However, you may not beam cards (except tribbles) to, from, or within a Nor unless a card allows it.~~ See **beaming**.

Stations are no longer freely usable by both players; they now work like Outposts, where the station controller can lower SHIELDS for beaming, etc., but opponent may not. This also applies to Nors, which now work the same as other Stations (and Outposts): the controller can lower the SHIELDS for beaming, but opponent may not.

in play –

Revise the fifth paragraph as follows:

When a personnel or ship leaves play, all previous effects on that card are cancelled (except use of a once per game function). If the same card is reported again, treat it as if it were a new copy of the card being reported. For example, replayed cards are "unstopped," a ship is undamaged and any RANGE used this turn is restored, and a personnel is no longer affected by Frame of Mind~~, and one who has already "walked" this turn can walk again~~. When an effect depends on another card "in play" or when another term not specifying "present," "with," or "location" is used, it may benefit from either player's card (unless "your" or "opponent's" is specified, as with Ressikan Flute or Flaxian Assassin).

Since walking is now unlimited, this clarification is no longer necessary.

movement –

Revise the fifth paragraph as follows:

You may move a card any number of times during your turn ~~(except by walking)~~.

Since walking is now unlimited, this clarification is no longer necessary.

regions of space –

See **Rulebook: Mission Phase**.

This rule is moving into the Rulebook. But go take a look at that entry, because there's a significant change there.

report –

Revise the second and third paragraphs as follows:

When a facility or its site allows you to report a card for duty, you may do so only if that card and the facility are both in their native quadrant. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) For example, your Morn may not report to Quark's Bar or download to Cargo Bay on Mirror Terok Nor. ~~Also, when a site allows you to report (or download) cards, you may do so only if that Nor also has at least one docking site.~~

If the card allowing a card to report for duty is not a facility or site (such as The Emissary or Devidian Door), the card may report to any quadrant (even if it happens to be reporting aboard a facility) unless otherwise specified by the game text~~; and a docking site is not required on the Nor~~. Thus, you may report cards outside their native quadrant using cards such as Assign Mission Specialists, Assign Support Personnel, Spacedoor, Space-Time Portal (report with crew function), Sleeper Trap, Borg Cube, Temporal Micro-Wormhole, and Barzan Wormhole. (However, if a card requires that a card match the affiliation of a homeworld, it must also match the homeworld's universe. See mirror universe.)

Docking sites are no longer required to use site reporting text on a Nor—although their benefits remain considerable!

site –

Revise the third paragraph as follows:

All sites added to each station are conceptually arranged side-by-side in a straight line ~~next to~~ associated with that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring, or Docking Ring), and ~~the sites must be kept together on the table in this order (from left to right)~~ sites from each level must be grouped by level, in that order.
When ~~placing~~ seeding or playing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

Minor cleanup and relaxation of table management. No functional changes.

walking –

Revise this entry as follows:

Your personnel aboard a Nor may move ("walk") from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. (They must actually "pass by" each site in turn; they do not relocate from site to another.) ~~They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).~~

Example: you have the following sites on your Nor, in order: Ops, Security Office, Guest Quarters, Ore Processing Unit, Docking Pylons. Your personnel may walk from Ops to Docking Pylons on one turn, moving from one site to the next in turn, and may board your ship docked at Docking Pylons. ~~But if they stop to pick up a hand weapon from the Security Office, they may not walk any further this turn. Likewise, if two~~ [Cmd] ~~personnel walk from Ops to Guest Quarters and stop while you download a personnel there with Going To The Top, the~~ [Cmd] ~~personnel may not walk further this turn.~~

~~Entering or exiting from a docked or landed ship or planet facility is not "walking."~~

Walking on a Nor is now unlimited.

WEAPONS –

Strike both parentheticals requiring personnel on Nors to be in Ops.

The Ops battle restriction is removed. Aboard a Nor, a leader and/or matching personnel may use WEAPONS from any site, not just Ops. Gul Dukat can now defend Terok Nor from the safety of the Security Office.

Facilities –

Change the sentence, "Both players may use Stations freely," to:

Like Outposts, only the player who **controls** a Station may use it.

Stations are now used like Outposts.

Mission Phase –

Revise the fifth paragraph as follows:

Some cards specify that they are part of a region, such as the "Bajor region" or the "Neutral Zone region". These cards must be next to each other, forming a single, contiguous region within the quadrant. The first location in a region is placed normally. *Subsequent* missions within that region may be inserted into the spaceline at either end of the region — or anywhere within it.

When seeding missions into a region, they must be seeded at either end of the region (like seeding onto the spaceline in general). They can no longer be inserted anywhere into the region. Other cards that explicitly insert, such as Bajoran Wormhole, may of course continue to do so.

Facility Phase: *Seeding Sites* –

Revise the first paragraph as follows:

Along with facilities, you may seed up to 6 Sites during the facility phase. Each site may be added to any facility where it is allowed to play (identified on the lower left corner of the Site card), no matter which player seeded that facility. Sites are added to a facility by placing them in a side-by-side line next to associated with that facility. Each site indicates which level of the facility it belongs to (Ops Module, Promenade, Habitat Ring, Docking Ring, etc.), and sites from each level must be grouped by level, in that order. When placing seeding or playing a site on the table, you may insert it between other sites, as long as you obey this grouping system

Minor cleanup and relaxation of table management. No functional changes.

Reporting for Duty –

Delete the second paragraph of the Site & Station Reporting exception.

Docking sites are no longer required for reporting to a Nor.

Beam –

Delete the exception box for Nors.

Nors no longer have different beaming rules from other facilities.

Walk –

Delete the exception box for Nors.

Nors no longer have walking limitations.

There are no new format changes.

New temporary ruling:

If the Deep Space 9 that Staging Ground is on is commandeered, Staging Ground is unaffected. (It is neither discarded nor deactivated, and you may continue reporting cards with it either directly to the Pylons or to orbit at the same location.)

The temporary ruling regarding modified wins and the Organized Play Guide is rescinded, thanks to the release of the new OPG which codifies it.

The temporary ruling regarding Seek Hidden Reliquary is awaiting clarifying errata to confirm the ruling, expected in Q2 2021.

There are no other changes to the temporary rulings. See the Glossary for the permanent list of temporary rulings.

STAR TREK is a registered trademark. TM, ® & © 2021 CBS Studios Inc. All Rights Reserved.

The Recent Rulings Document lists all Glossary updates and new temporary rulings issued since the last *regularly scheduled* rules update. Rules updates are scheduled for the first Monday of each month and for the official release day of any new expansion set.

Because the Glossary and Rulebook are kept continuously up-to-date, there is no need for players or tournament directors to consult the Recent Rulings Document, as long as they have the most recent posted copy of those documents.

Any player who does *not* have the most recent monthly Glossary or Rulebook but wishes to play by current, official rules will need to collect and save each new Recent Rulings Document until reprinting the Glossary. The RRD is also a useful way to see recent rules changes at a glance.

Unless announced by the Rules Manager or Director in an expressly designated Official Ruling, answers given by Continuing Committee representatives are not official until included in an official rules document such as the Glossary. We recommend that Tournament Directors consider unofficial answers, but, until an Official Ruling is made, the Tournament Director reserves final ruling authority.

For additional resources or to find answers to your questions, please visit http://www.trekcc.org.

GLOSSARY UPDATES

actions - required –

Delete this entry and replace with the following:

Required actions are usually indicated by "must" or "must do nothing but." For example, if Anya is present where Salia has just been randomly selected, Anya must replace her. Responses to a required action work normally.

You may not end your **Execute Orders step** until all your ships and personnel have completed all actions they are required and able to complete. Cards may not initiate actions that make it impossible for them to take an action they are required to take. For example, if a Federation ship and crew is at Samaritan Snare, they may not move away before attempting the mission.

A required action that affects a ship automatically affects its crew. "Full speed" and "normal speed" mean a ship must use all available RANGE each turn to accomplish a required action, even if this places the ship at a hazard such as Gaps In Normal Space.

"Must do nothing but" means that the affected ship and/or crew cannot initiate or continue any other voluntary actions (cloaking, beaming, attempting, battling, etc.) until the required action is completed, even if that takes more than one turn. (Outside personnel and equipment not yet compelled by the required action may report to or board it, but are then compelled. They may not use the affected ship's transporters.) The ship and crew may defend themselves in battle and use skills to cure/nullify cards affecting the ship, since those are not voluntarily initiated actions.

If required to move to a destination, a ship may take shortcuts, such as Wormhole or Lakanta, but only if it directly shortens the travel. For example, if Two of Nineteen is affected by Cytherians, it may use its special skill to download Transwarp Network Gateway to move between two existing Gateways, but not to play a new Gateway. Shortcuts are never required.

*The **actions-required** rule was very confusing, and included a strange distinction between "moving-required" and "non-moving required" actions. We like to think we've just cleaned it up. (Although it's still a long Glossary entry, it's now, believe it or not, 40% shorter!) In the process, we eliminated the rule that non-moving required actions must take place as soon as possible. Instead, they work the same as moving-required actions: you have to get them done during your Execute Orders phase, but you can choose when they get done. That should be the only functional change!*

ANIMAL –

Delete this entry.

All special rules for the ANIMAL classification are cancelled.

any –

Delete the first two paragraphs of this entry.

Revise the third paragraph (now the first paragraph) as follows:

~~For other card types,~~ If a card refers to a characteristic preceded by the word "any" (or "a", "an", or "one"), it refers to a card with that characteristic. For example, "any disruptor" includes Varon-T Disruptor, Klingon Disruptor Rifle, and Breen CRM114, while "Any Emblem card" includes Emblem of the Empire and Emblem of the Alliance (but not cards displaying the icons representing those emblems), and "any Odo" can refer to Odo, Curzon Odo, Overseer Odo, and Odo Founder.

"Any" now means the same thing and acts the same way for all card types, and no longer requires specific knowledge of individual Star Trek episodes. A card is "any Scotty" if the card identifies itself as a Scotty, just like any other characteristic.

assimilation - personnel –

Revise this segment as follows:

Borg do not assimilate (or target for assimilation) ~~ANIMALs or~~ [Holo]holograms ~~holographic recreations~~...

All special rules for the ANIMAL classification are cancelled.

Blended –

Replace this entry with: "See **any**."

The revisions to the "any" rule, combined with today's Scotty errata to make them work with this rule, eliminate the ambiguity about which cards count as "any Scotty."

dual-personnel cards –

Replace this entry with: "See **Rulebook: Dual-Personnel Cards, Rulebook: Personnel Battle, Rulebook: Personnel Assimilation, Rulebook: Persona Replacement**."

Deleting this redundant Glossary entry.

Emergent Life-Form –

New entry:

Opponent may move the target ship as stated by this dilemma, but opponent is subject to normal movement rules: the ship must be staffed, cannot move through a Q-Net unless 2 Diplomacy aboard, et cetera. Opponent may move the ship only once, from one location to another location, "warping past" any locations in between; multiple moves (for example, to exhaust the ship's RANGE by flying back and forth between two missions) are not allowed. If ship is affected by Cytherians, opponent may still move the ship, but only by moving in the direction required by Cytherians using all available RANGE.

Eight years after the question was first asked, we finally officially tell you what happens if Emergent Life-Form and Cytherians are placed on the same ship! The rest of the entry is old rulings that have never been formally collected into the Glossary. (The ship staffing ruling came from Decipher via the DRG.)

George and Gracie –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

holographic personnel and equipment –

Replace this entry with: "See **Rulebook: Holographic Personnel and Equipment, Rulebook: Species, Rulebook: Personnel Assimilation**."

Deleting this redundant Glossary entry.

impersonator –

Replace the **persona** cross-reference with a cross-reference to **Rulebook: Mirror Opposites and Impersonators.**

Updating a key cross-reference.

infiltrator –

Replace this entry with: "See **Rulebook: Mirror Opposites and Impersonators**."

Deleting this redundant Glossary entry.

Kurlan Nasikos –

Modify this entry as follows:

This artifact requires the ~~original~~ any seven personnel types (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN, ANIMAL and/or V.I.P.). See **attribute modifiers**.

All special rules for the ANIMAL classification are cancelled.

Miracle Worker –

Delete this entry.

Miracle Worker no longer includes unprinted Transporter Skill. Today, all Miracle Worker personnel are receiving errata so that they have printed Transporter Skill.

multi-affiliation cards –

Replace this entry with: "See **Rulebook: Multi-Affiliation Cards**."

Deleting this redundant Glossary entry.

persona –

Replace this entry with: "See **Rulebook: Duplication and Personas, Rulebook: Persona Replacement, Rulebook: Mirror Opposites and Impersonators**."

Deleting this redundant Glossary entry.

skills - modifying –

Delete the words "except ANIMAL" from the section that states personnel types may be chosen as skills.

All special rules for the ANIMAL classification are cancelled.

Soong-Type Android –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

species –

Add the following to Step #2:

All non-[Holo] personnel with a Borg subcommand icon ([SCC], [SCN] or [SCD]) are Borg species, and all non-[Holo] personnel with a [KW] Ketracel-White icon are Jem'Hadar, as well as any species also indicated in the next steps.

Modify step #4 as follows:

4. If the preceding steps do not indicate the (non-Borg) species, look to the image. Each affiliation has one or more "usual species": if the image of the personnel matches a "usual species" of its printed affiliation, then the personnel is that species. For a multi-affiliation card, look for matches in the "usual species" of any of the card's affiliations; the personnel then retains that species in any affiliation mode.

* For [Fed], [SF], [NA], and [Neu], Human is the "usual species."
* For [Dom], the "usual species" are is Changeling, Vorta, and Jem'Hadar.
* For all other species except [Neu], the species with the same name as the affiliation is a "usual species."

Slightly simplifying the "usual species" rule by eliminating exception cases for Dominion and Neutral affiliations. No functional changes.

Spot –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

Targ –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

Appendix A –

Add ANIMAL to the list of selectable skills.

All special rules for the ANIMAL classification are cancelled.

Sidebar: Personas and Requirements –

Replace the last two paragraphs with:

An "any" requirement can be met by any personnel with the given characteristic. For example, only the card titled Pel could meet the Pel requirement on Tulaberry Wine Negotiations, but any card identified in title or lore as "Quark" (including Deputy Quark, Mr. Quark, and Quark Son of Keldar) can meet the "any Quark" requirement.

This change reflects today's changes to the "any" rule.

Sidebar: Ambiguities - Multi-Affiliation Personnel –

Add this paragraph to the end:

If a multi-affiliation card is reported using an affiliation-specific benefit, it must report in that affiliation mode, while following all applicable restrictions. For example, Dar can use Dominion War Efforts only if reported in [Dom] mode to a [Dom] ship or facility. If you download him in [Hir] mode to a [Hir] ship or facility, you must discard Assign Support Personnel.

This rule is being moved here from the Glossary entry on multi-affiliation cards.

Dual-Personnel Cards –

Insert this new sidebar:

CLARIFICATIONS: Dual-personnel downloads
Dual-personnel cards are downloaded normally; if you download Seska (on Cullah and Seska) with Defend Homeworld, Culluh automatically downloads, too.

If a card allows the download of multiple personnel, all legal targets on a dual-personnel card must count towards the limits of the download. For example, suppose you use Ferengi Conference to download CIVILIANs with up to 11 [SD]. First, you download Jake and Nog. They are both CIVILIANs and both count, using 6 of your [SD]. Then, you download Deanna Troi on The Trois, using 2 of your [SD]. (Lwaxana is not a CIVILIAN, so her [SD] do not count.)

This rule is being moved here from the Glossary entry on dual-personnel.

Persona Replacement –

Insert this new sidebar:

CLARIFICATIONS: No clone swaps
Cards like Clone Machine may allow you to put more than one copy of a unique card in play. This does not change the rule that you may have only one version of a unique persona in play. If you have two Tom Parises in play, you may not exchange either for a Captain Proton in our hand.

This rule is being moved here from the Glossary entry on personas.

Sidebar: Personnel Assimilation –

Delete the prohibition on assimilating ANIMALs.

All special rules for the ANIMAL classification are cancelled.

Commandeer –

Delete the prohibition on commandeering with ANIMALs.

All special rules for the ANIMAL classification are cancelled.

Sidebar: List of Regular Skills –

Add ANIMAL and delete the ANIMAL exception.

All special rules for the ANIMAL classification are cancelled.

ANIMAL –

Delete this subsection.

All special rules for the ANIMAL classification are cancelled.

Sidebar: Automatic Characteristic - Species –

Delete the large exception box for the Dominion's "usual species."

Instead, note above that the usual species for [Dom] is "Changeling."

In the fifth paragraph, after the first sentence, add:

Any personnel who has a [KW] Ketracel-White icon is Jem'Hadar species.

Removing the Dominion's usual species ambiguity.